The Academy of Impossible Arts

By Samuel borg

Billy – 13 lines

Pr. Andre – 7 lines

Matron Maria – 9 lines

Anna – 1 line

Addison – 1 line

All – 1 group line

King Samuel – 7 lines

Steward – 4 lines

John (Headmaster) – 7 lines

Jay – 10 lines

Pr. Stephania – 6 lines

Voice – 2 lines

Tone & Style:

- **Comedy first**, but with moments of genuine heart. Think *Monty Python* meets *Harry Potter*, with occasional emotional beats.
- Characters can be exaggerated, but avoid full-on cartoonish—ground the humor in the absurdity of the situation.
- Timing is everything! Punchlines need clean delivery and pauses where needed to let laughs land.

Staging:

- Minimalist set that transforms via **light and props** to keep the pace snappy.
  - Example: The Academy = banners and a lectern; the

Duel = dramatic spotlights and fog.

- **Scene transitions** should be fast, ideally with musical or lighting cues to smooth the shifts.
- For the **Mime Fight**, use clear, exaggerated movement and perhaps a musical cue to "sell" the invisible weaponry. It's a physical comedy highlight.
- **Scene 10 (Matron Maria's Return)** is a bonus comedic beat—let her interrupt the action big and loud for maximum contrast.

□ Character Notes:

- **Billy** – Starts as a slacker, grows into reluctant hero. Must balance

sarcasm with underlying sincerity.

- **Jay** – Cool, protective, big sibling energy. Add subtle glances or gestures showing they care deeply about Billy.
- **Matron Maria** – Scene-stealer. Overbearing, loving, slightly clueless, but unshakably confident.
- **King Samuel** – Dripping with evil, but with charming delivery. Think of a villain who *knows* he's the star.
- **John (Headmaster)** – Dry humor. The one guy who is barely holding the school together.
- **Anna & Addison** – They're small roles, but give them distinct

quirks (maybe one is constantly panicked, the other deadpan).

Sound & Music:

- Comedic stings after punchlines (optional).
- Magical "whoosh" or sparkle sounds for spell moments.
- Epic, overly dramatic music for the Duel to contrast the silliness.
- Scene 10? Maybe a record scratch or door slam when Maria enters.

Lighting:

- Warm and cozy for the Academy.
- Harsh spotlights and moody tones for King Samuel scenes.

- Battle effects during the Duel (strobe, flashes, etc., but always safely executed).
- Scene 10 gets a "normal" light so Maria feels hilariously out of place amid the chaos.

□ Props:

- **Invisible weapons** (Mime Fight).
- Scrolls, wands, or quirky magical artifacts.
- Matron Maria's **snack basket** (Scene 10)—yes, this is essential.
- A visible "kingly" accessory for King Samuel (crown, cape) to establish him instantly.

□ Run Time:

Estimate: **25–35 minutes**, depending on pacing and audience reaction time.

□ Final Tips:

- Let the actors play and improv a little during rehearsals to discover extra beats.
- Keep the energy high—this show thrives on momentum.
- Embrace the ridiculous. If you think a moment might be "too much," it's probably *just right*.

SCENE 1

(As the house lights dim, dramatic music plays as an old run-down orphanage is revealed amongst the mist. It is evening in the city of London, Matron Maria is stood frozen carrying a quill and parchment.)

Matron Maria: B*illy, Billy, oh where is that little jackanapes.*

(Billy enters discreetly)

Billy: *evening Maria*

Matron Maria: (looking both relieved and angered) *it's Matron Maria to you Billy, do remember your manners, and where have you been all day I've been worried sick.*

Billy: *in the city*

Matron maria: (clearly over-reacting) *the city! That is no place for a poor little 5-year-old, you could have been mugged or kidnapped or...*

Billy: *First of all, I'm 12, second of all, this isn't the 1940s, there's no fires or un-exploded bombs in London.*

Matron Maria: T*hat doesn't matter, London is still full of dangers. Why when I went just last week a man asked to hold my shopping, a clear robbery. So, you see I've got to protect you from everything that lurks in the city, now off to bed.*

SCENE 2

(It is midnight and every orphan in the orphanage is sound asleep, all except one. Billy thades is wide-awake, lying in bed.)

Creak
Creak

Billy: (sitting up in bed) H*ello? Is somebody here?*

(suddenly a hand appears over Billy's mouth)

Black out

(day break at the orphanage, registration is being taken by Matron Maria)

Matron Maria: *Anna*

Anna: P*resent*

Matron Maria: A*ddison*

Addison: *here*

Matron Maria: *Billy*

Anna: *absent*

Addison: *Where has he gone, shall we search for him?*

Matron Maria: *Oh, don't bother he's always wandering off, he'll be back by sundown.*

SCENE 3

(Billy awakes with a startle, he's tied up against a pole in the middle of the Scottish countryside.

Billy: H*ello, Hello, somebody help!!!!*

Pr. Andre: *ah good you're awake*

Billy: *Oi! Who the ruddy hell are you supposed to be, the Prime Minister?*

Pr. Andre: (chuckling) *Oh, don't be a numpty! I'm not the prime minister, I'm professor Andre ya daft sod!*

Billy: *Well, aren't you just a fountain of help.*

Pr. Andre: *ah well, I best explain then*

Billy: *yea, ya better*

Pr. Andre: *I teach at the academy of impossible arts.*

Billy: *where?*

Pr. Andre: *why the academy of impossible arts off- course, Europe's finest magical institute.* **(said proudly)**

Billy: *so why have you kidnapped me?*

Pr. Andre: (after a pause) *Billy, did you know your parents?*

Billy: *no they died not long after I was born. Over-does on Indian food, matron says.* **(with a slight smile)**

Pr. Andre: *quite hard to resist a good tika masala. But no, your parents were murdered Billy. Murdered by the most evil king of all time, king Samuel!*

All: (including back stage) *king Samuel!*

Pr. Andre: *so now you must learn the impossible arts in order to avenge your parents*

Billy: *why should I avenge them, I barely even knew them. Plus this king guy doesn't seem like the easily beaten type of villain.*

Pr. Andre: *well I respect your choice, but we best be on our way, headmaster john is keen on meeting you, anyways we've got quite a journey ahead of us. T o Borgham.*

All: (including backstage) *to Borgham*

BLACKOUT

Scene 4

(Royal music plays to reveal a king sitting uncomfortably on his thrown, he is surrounded by servants and advisors all busying them-selves with the kings every need)

King Samuel: *steward, steward. Oh where is that blundering buffoon of a bailiff?*

Steward: *coming your majesty.*

King Samuel: *took you long enough, where have you been anyway? I've been calling you for hours.*

Steward: *I've been gathering information near the academy, do you know that the thades son is attending.* **(casually)**

King Samuel: *the Thades! They are all supposed to be dead.* **(panicking)**

Steward: *they are my lord, although their son didn't come with them to try and start a revolution, which is why he hasn't received the same fate as his parents.*

King Samuel: *I suppose you are right. I have nothing to fear, I got rid of his parents and I can get rid of him too.*

Scene 5

(the entrance music plays, revealing the academy of impossible arts. There should be benches where students sit and chairs (3) for professors)

A-lot of muffled voices speaking

Headmaster John stands and suddenly there is silence.

John: *good evening to everyone, welcome to the academy of impossible arts. All of your lessons shall begin in the morrow, until then do get some sleep and I sincerely hope that you enjoy your lessons.*

Lights focus on Billy, he should appear friendless
and lost in this new setting.

Jay: *hello my names jay, jay mackinfeild. what's yours?* **Fast paced**

Billy: *Billy thades*

Jay: *you're a thades.* ***(flabbergasted)*** *your parents were heroes! You wanna be friends? I can show you round class we're first years so that wont be to hard jugging we've only got 1 class, well we best be off to sleep then. We don't want to dally with professor Stephania tomorrow do we?*

Billy nods

Scene 6

(classroom comes into view, we see a dazed professor Stephania attempt to calm the very loud classroom)

Pr. Steph: *Oh, SPLENDID. Really. Don't let me interrupt the Circus of Buffoonery. I'm just the one who's wasted thirty years mastering the impossible arts so I can supervise whatever this... interpretive disaster is.*

(She folds her arms. Long, exhausted sigh. Windows rattle.)

Quieter at a troll wedding, honestly.

(Beat. She adjusts her spectacles with menace.)

Now, unless anyone else would like to audition for Britain's Got Spellcraft, how about we try, just for fun, learning something?

(Pause. Death glare.)

Marvellous. Shall we proceed, or must I alert the Council of Common Sense?

Right, now then can sombody tell me ,the school rules?

Jay: (raises hand) *no magic out of class, lights out at 9 and umm no entering shamblewood.*

Pr. Steph: good, everybody while here you will learn the skills of enchantment, distraction and manipulation. No dueling this year, if you boo I'll feed you to the trolls. Now then let us begin.

(she gives a 15 second monologue where she acts out teaching and students act as though they are learning)

Blackout

SCENE 7

(we once more see Billy and jay this time in the dormitory. Suddenly headmaster john appears.)

John: *good evening Billy, how has your first day been?*

Billy: fine sir.

John: good, a pleasant trip I trust

Billy: yes sir

John: and professor Andre didn't abduct you as bad as a goblin to a wizard

Billy: *no sir*

John: *well it was nice meeting you Billy* **(john exists)**

Jay: *well goodnight Billy*

Billy: *goodnight*

(they both lie down and sleep)

sounds

They wake up instantly

Jay: *what was that?*

Billy: *no idea mate, should we check?*

Jay: *why not.*

They both creep out of bed and into the mouth of the forest silently

Billy: *should we go in?*

Jay: *yea* **(clearly exited)**

Billy: *but its against the rules*
Jay: *who cares, a bit of fun wont heart.*

Billy: *okay*

They enter

Suddenly a hunting group complete with the scatterbrained steward, the king Samuel and the guards

Students: *aghh*

Hunting party: *raugh*

Billy: *who are you?*

King: *I am the king and this is my right hand man scatterbrained steward*

Steward: *I'm left handed*

King: idiot

Jay: were you making weird sounds?

King: did you just call my billion nickel hunting horn weird

Jay: yea

King: (clearly offended) *steward arrest that peasant*

Billy: *hey you want him you got to get through me*

King: *and who might you be?*

Billy: *I am Billy thades and if you're arresting anyone its got to be me.*

Steward: *okay*

King: *no let them* **(suddenly he blasts Billy off stage with wand)** *till next time thades and in the meantime you are coming with me* **pointing at jay**

Blackout

Scene 8

(we see Billy, with multiple cuts and bruises, sat in an office with the headmaster, professor Andre and professor Stephania. Billy should look hurt on the inside as though he was taking full responsibility for jays fate.)

Pr. Andre: *so let me get this straight, you went into the forest because you heard a sound, then king Samuel hit you with the parylesis enchantment, and kidnapped jay.* **Billy nods.** *Then this morning we received word that in order to get jay back, you need to duel him.*

Billy: *(Shakey voice) yes, but I don't know how to duel.*

John: *you will be taught, Andre.*

Andre: *yes headmaster*

John: *you have 2 days, that is all the king guarantees jay will survive for.*

Andre: *yes headmaster, come on jay, no time to lose*

<u>Everybody except Billy and Pr. Andre exit</u>

Andre: *so what have you learnt so far?*

Billy: *well in my first day I learnt to hold my wand.*

Andre: *that's a start*

(they go on another 15 second monologue where Billy appears to be learning to duel by falling and knocking down Andre)

Andre: *Ok I think you are ready.*

Billy: *really*

John: *yes, it is time*

Steph: *good luck billy.*

Scene 9

Voice: so now we must wait and hold our breath- as Billy fights his biggest threat- a disastrous monster who drives a corvette for king Samuel is near, the worlds LARGEST THREAT!

Billy: *finally Borgham castle, its majestically old!*

(drawbridge opens)

ENTER

King: *billy thades ready to serve the same fate as your parents*

Billy: *not really. Lingo!*
King: *levitoes!*

Billy: *hubbub!*

King: (falls back) *if that's how you want to play it*

(they give a 30 sec miming session of dueling, all furniture should be discreetly removed from the throne room and both characters should get the upper hand during this face-off)

King suddenly falls to one knee, screaming in pain

Billy: *this is over!*

King: (still in pain) *this is far from over, you may have won this battle but I will win the war. Till next time, Billy thades!*

He disappears dramatically

Suddenly all cast run on in black hoods as not to be seen (prisoners being freed) jay is among them not hooded so to stand out to the audience

Billy: *Jay!*

Jay: Billy I knew you would rescue me. Well lets get back we've still got a school year to finish but hey good first week **they laugh**

SCENE 10

(The Academy dining hall. Students eating breakfast. The doors burst open. Enter Matron Maria, flustered, dragging a giant suitcase.)

Matron Maria: Billy Thades! You've been kidnapped, nearly duelled to the death, and no one

thought to send me a letter?! Honestly, boys these days!

Billy: (embarrassed) Matron Maria, what are you doing here?

Matron Maria: What am I doing here? Making sure you're alive, that's what! Now, where's this King Samuel? I'd like to give him a piece of my mind. And maybe a swift kick.

Jay: (snickering) Look at you, getting all heroic.

Matron Maria: And you must be Jay. Thank you for keeping him out of too much trouble. Now, I assume there's tea around here somewhere? I need a sit-down.

(The students cheer. Matron Maria sits down like she owns the place.)

Voice: and now we may rest our feelings and thoughts for it has been quite a journey physically and mentally so do take a break, just until the curtain closes and now without further ado goodnight!